

OJA Rally-O Judges

Training Manual

Last Updated 17 January 2022

Every care has been taken to try and provide guidance in what might be an appropriate deduction of marks in each situation. However, there will be occasions when a judge will see fit to deduct marks more lightly or more heavily.

Table of Contents

Goals	3
Materials	3
Contents of Judges Bag	4
Designing Rally-O Courses.....	5
Rally-O Signs	7
Examples of Rally-O Judges Courses.....	9
Setting Up the Ring.....	22
Judges Mark Sheets.....	24
Knowledge of Rally-O Regulations	30
Accepting Assignments	30
Practical Rally-O Judging	31
Knowledge of Penalties	33
Novice Signs and Penalties.....	37
Novice Worksheets.....	49
Novice Course with Video	53
Advanced Signs and Penalties	54
Advanced Worksheets <i>Still to come</i>	60
Advanced Course with Video <i>Still to come</i>	
Excellent Signs and Penalties	
Excellent Worksheets <i>Still to come</i>	
Excellent Course with Video <i>Still to come</i>	
Encore Signs and Penalties.....	

GOALS

- To enable Dogs NZ Rally-O Judges to be familiar with the Dog Training Regulations.
- To be familiar with each exercise appropriate to the level of Rally-O being judged.
- To design appropriate Rally-O courses.
- To be familiar with penalty definitions.
- To have practical Rally-O judging experience.

MATERIALS

- Worksheets
- Video Footage
- Handlers and Dogs
- Dog Training Regulations

CONTENTS OF JUDGES BAGS

- **Clip Board**
- **Dog Training Regulations & Show Regulations**
- **Rally-O course maps**
- **Weather protector for Rally-O courses (plastic zip folder is good) or laminate maps.**
- **Pens**
- **Pencils**
- **Stopwatch**
- **Calculator**
- **Personal Score Sheets**
- **Discs, ground markers or chalk (to mark regulated distances from jumps and poles).**
- **Spare plastic bags for covering course maps.**
- **Range of accessories for variations in weather i.e., sunglasses, sunblock, disprins, gloves**
- **Recommended that Rally-O Judges have their own set of signs, sign holders, course numbers and cones, as unless flying it is useful to have courses ready to go when arriving at an event. (Bear in mind that clubs may have different sign holders than those you use.)**

Tape measure - for measuring distance between cones etc

DESIGNING RALLY-O COURSES

There is no one way only to design Rally-O courses. Courses can be designed in many ways using Word, Publisher, Excel or even pen and paper.

Dogs NZ Regulations for Each Level of Rally-O

- Novice: 10 – 15 stations (excluding Start & Finish) / 3 – 5 stationary exercises
- Advanced: 12 – 17 stations (excluding Start & Finish) / 3 – 7 stationary exercises
Minimum of 3 Advanced level stations, of which no more than 2 can be pole exercises & 1 jump
- Excellent: 15 – 20 stations (excluding Start & Finish) / 3 – 7 stationary exercises
Minimum of 3 Advanced level stations, of which no more than 2 can be pole exercises,
Minimum of 3 Excellent level stations plus 2 jumps or 1 jump and 1 pole
- Encore: 15 – 20 stations / no jumps or exercises that require a dog to sit or lie down
/ minimum 3 metres between stations (5 – 8 metres between “Lead” and “Wait” stations)
2-4 Advanced stations, 2-4 Excellent stations

General Guidelines and Hints for Designing Rally-O Courses

- Ensure that the correct number and type of exercises are provided for the level of Rally-O being run.
- **Have recommended distances between stations and other equipment.**
- Provide fluidity between stations, to keep the teams interested and challenged.
- Ensure that normal pace follows a fast or slow pace exercise (unless the fast or slow pace is the last exercise).
- Nested courses are easier to design and to set up when judging more than one class.
- Take into consideration when designing a course the positioning of the entrance/exit and what stationeries you want to use.
- Decide which stationary exercises you want to use and build your course around them.
- Avoid having the “Start”/”Lead” sign closer than 2.5 metres to the entrance. This provides ample room for large breed dogs and wheelchair teams.
- Avoid using a backing up or stationary exercise as the first station to allow the team to develop momentum and flow.
- Avoid using a stationary exercise as the first station to allow the team to develop momentum and flow.
- Avoid using more than three stations on the short side of any ring.
- Allow ample room between stations/cones/poles so that large breed dogs and wheelchair teams can navigate comfortably and fluidly.
- Cone exercises can be used as a change of direction.
- Consider using no more than two cone exercises in any course. Multiple cone exercises can be disorientating for some handlers.

- Consider including one change of pace, one “Call Front”, one “Down” and one “Walk Around” exercise in each course.
- In Advanced and Excellent, consider including one longer stretch of heelwork.
- **Allow at least 3.5 metres before and after each jump station (Advanced and Excellent only).**
- Perhaps use a non-stationary exercise as the first station after a jump. A moving exercise is easier for the team to do.
- Perhaps use a stationary exercise as the last station before the “Finish”. This gives the time steward plenty of time to prepare to record the time as the team completes the course.
- Be prepared to change your course on the day if it does not work as well on the ground as it does on paper, or if your ring size or shape is not what you had expected.

RALLY-O SIGNS

N	1		start
	2		finish
	3	St	sit
	4	St	Sit, down
	5		Right turn
	6		Left turn
	7		About turn right
	8		About U turn
	9		270 right
	10		270 left
	11		360 right
	12		360 left
	13	St	Call front, finish right, forward
	14	St	Call front, finish left, forward
	15	St	Call front, finish right, halt
	16	St	Call front, finish left, halt
	17		Slow pace
	18		Fast pace
	19		Normal pace
	20		Moving side step
	21		Spiral right, dog outside
	22		Spiral left, dog inside
	23		Weave twice
	24		Weave once
	25	St	Halt, one step, two steps, three steps
	26	St	Call front, one step back, two steps back, 3 steps back
	28	St	Halt, fast forward from sit
	29		Left about turn
	30	St	Halt, walk around dog
	31	st	Halt, down, walk around dog
	32		Offset figure eight (no distractions)
	33		Circle right
	34		Circle left
	35	st	Call front, return to heel
A	131	st	Moving down
	132	st	Halt, about turn right, forward
	133	st	Halt, about U turn, forward
	134	st	Send over jump, handler passes by
	135	st	Halt, turn right one step, call to heel, halt
	136	st	Halt, stand, walk around dog
	137	st	Halt, 90 pivot right, halt
	138	st	Halt, 90 pivot left, halt
	139		Offset figure 8 (distractions)
	140	st	Halt, side step right, halt
	141	st	Halt, call dog front, finish right, halt
	142	st	Halt, call dog front, finish left, halt
	143	st	Halt, 180 pivot right, halt

	144	st	Halt, 180 pivot left, halt
	145	st	Halt, down, sit
	146	st	Halt, stand
	147	st	Halt, pivot right, forward
	149		Forward round pole
	150		Right turn around pole
	151		Left turn around pole
	152		About turn around pole
EX	246	st	Halt, stand, down
	247	st	Halt, stand, sit
	248		Moving stand, walk around dog
	249		Back up 3 steps
	251	st	Moving down walk around dog
	252	st	Down while heeling
	253	st	Stand while heeling
	254	st	Stand, leave dog, sit down, call front, finish
	255	st	Stand, leave dog, down dog, call front, finish
			Recall (not numbered)
	256		Double left about turn
	257		Double offset figure eight
	258	st	Halt, pivot left, forward
	259		Weaving with distractions
	260	st	Stand, leave dog, call dog
	261		Weave twice with distractions
Encore	301		lead
	302		wait

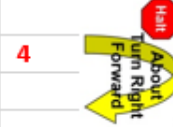
1. Rally-O Novice A and B courses must have between ten to fifteen stations (not including "Start" and "Finish") with a minimum of three and a maximum of five stationary exercises.
2. Rally-O Advanced A and B courses must have between twelve to seventeen stations (not including "Start" and "Finish") with a minimum of three and a maximum of seven stationary exercises. Courses shall also contain a minimum of three Advanced level stations, of which no more than two can be pole exercises plus one jump.
3. Rally-O Excellent A and B courses must have between fifteen to twenty stations (not including "Start" and "Finish") with a minimum of three and a maximum of seven stationary exercises. Courses shall also contain a minimum of three Advanced level stations, of which no more than two can be "pole" exercises, a minimum of three Excellent level stations, plus two jumps or one jump and one "pole" exercise. [L]
SEP
4. Rally-O Encore courses must have between fifteen to twenty stations, including the "Lead" and "Wait", there is no "Start" and "Finish". Courses may contain Novice stations, as well as a minimum of 2 and a maximum of four Advanced, and a minimum of 2 and a maximum of four Excellent stations. There are no jumps or stations requiring the dog to mandatorily sit.

EXAMPLES OF RALLY-O COURSES

Encore

	Lead	
1	256	
2	149	
3	148	
4	29	
5	155	
6	29	
7	152	
8	5	
9	153	
10	5	
11	10	
12	154	
13	6	
14	6	
15	261	
	Wait	

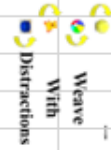
Excellent



13



14



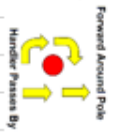
Start		
1	256	E
2	149	
3	148	
4	132	st
5	155	
6	133	st
7	152	
8	5	
9	134	
10	5	
11	10	
12	154	
13	6	
14	259	E
15	246	st --- E
Finish		

Advanced



2

3



Forward Around Pole
Handler Passes By

4

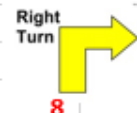


Half



5

Left Turn Circle



8

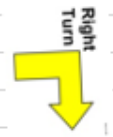
Right Turn

9



Send Over Jump
Handler Passes By

10



Right Turn



1

Dog Right Circle



7

Spin Left

12



Figure 8 Poles
H



11

270°
Left



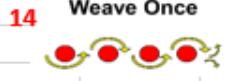
13

Left Turn



6

About U Turn Forward



14

Weave Once

15



Stand

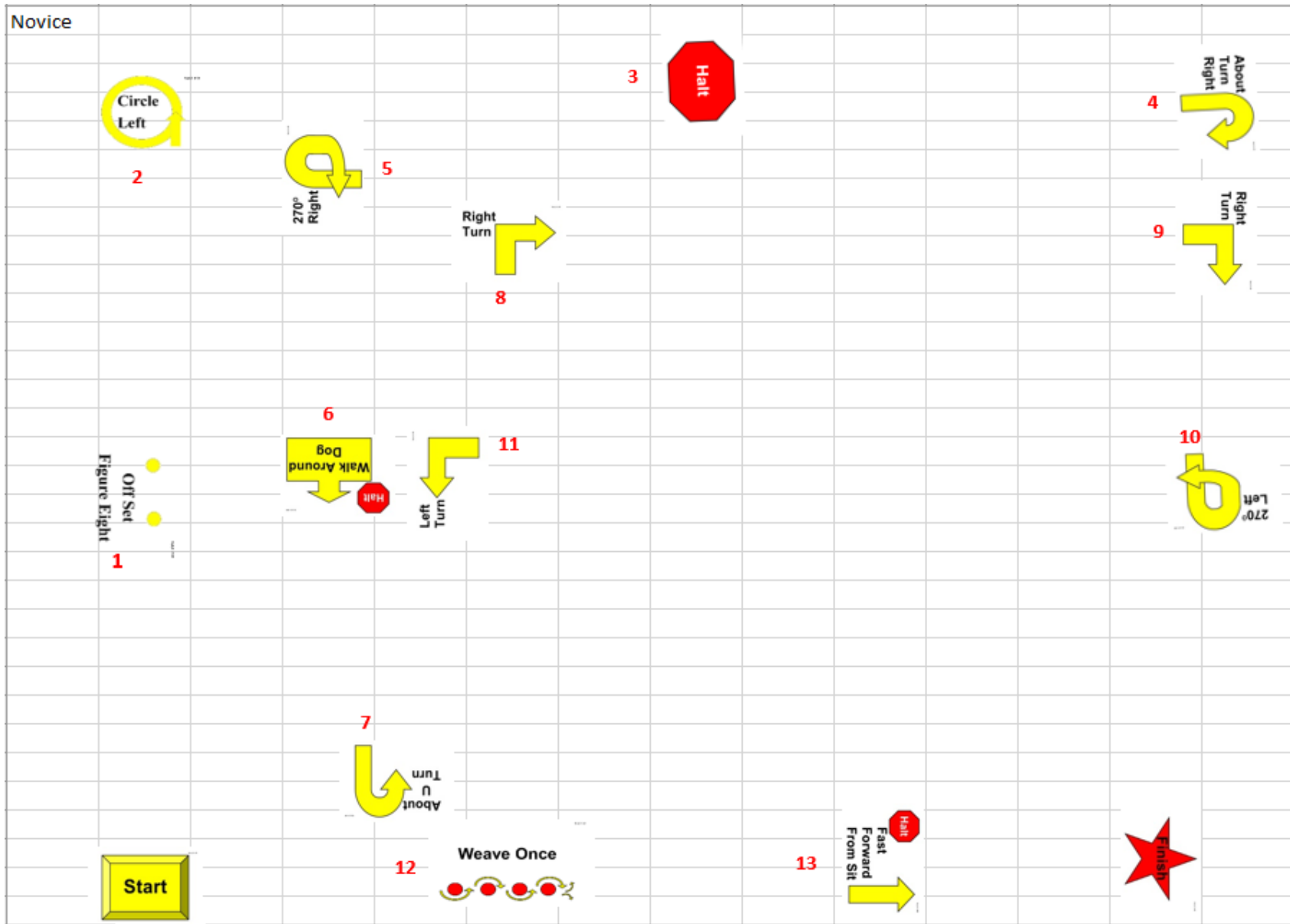


Finish



Start

Start		
1	153	
2	149	
3	148	
4	132	st
5	155	
6	133	st
7	152	
8	5	
9	134	
10	5	
11	10	
12	154	
13	6	
14	24	
15	146	st
Finish		



Start		
1	32	
2	34	
3	3	st
4	7	
5	9	
6	30	st
7	8	
8	5	
9	5	
10	10	
11	6	
12	24	
13	28	st
Finish		

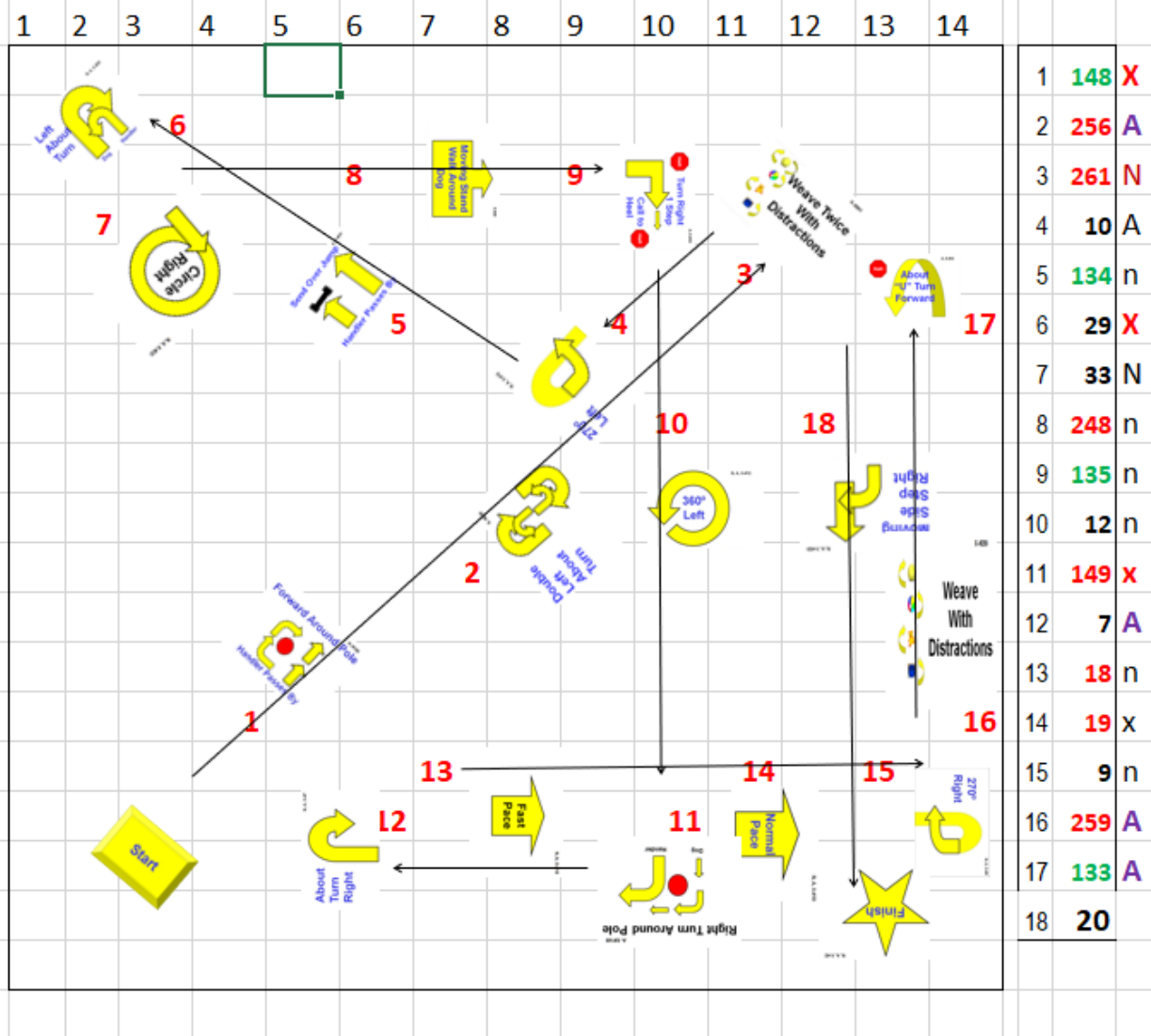
Novice		Advanced		Excellent		Encore	
Start		Start		Start		Lead	
1	32	1	153	1	256	1	256
2	34	2	149	2	149	2	149
3	3	3	148	3	148	3	148
4	7	4	132	4	132	4	29
5	9	5	155	5	155	5	155
6	30	6	133	6	133	6	29
7	8	7	152	7	152	7	152
8	5	8	5	8	5	8	5
9	5	9	134	9	134	9	153
10	10	10	5	10	5	10	5
11	6	11	10	11	10	11	10
12	24	12	154	12	154	12	154
13	28	13	6	13	6	13	6
Finish		14	24	14	259	14	6
		15	146	15	246	15	261
		Finish		Finish		Wait	

Rally-O Encore A & B

The diagram shows a Rally-O course on a grid. Stations are numbered 1 through 18. Station 1A is a yellow box labeled 'Lead'. Station 1 is a yellow sign with a red dot and arrows pointing up and down, labeled 'Forward Forward Pole'. Station 2 is a yellow sign with a red dot and arrows pointing left and right, labeled 'Diagonal Turn Left & Right'. Station 3 is a yellow sign with a red dot and arrows pointing up and down, labeled 'Weave Teeter With Distractions'. Station 4 is a yellow sign with a red dot and arrows pointing left and right, labeled 'Weave With Distractions'. Station 5 is a yellow sign with a red dot and arrows pointing left and right, labeled 'About Turn Around Pole'. Station 6 is a yellow sign with a red dot and arrows pointing left and right, labeled 'Circle Right'. Station 7 is a yellow sign with a red dot and arrows pointing left and right, labeled 'Weave Teeter With Distractions'. Station 8 is a yellow sign with a red dot and arrows pointing left and right, labeled 'Right Turn Right'. Station 9 is a yellow sign with a red dot and arrows pointing left and right, labeled 'Circle Left'. Station 10 is a yellow sign with a red dot and arrows pointing left and right, labeled 'Right Turn Around Pole'. Station 11 is a yellow sign with a red dot and arrows pointing left and right, labeled 'About Turn Right'. Station 12 is a yellow sign with a red dot and arrows pointing left and right, labeled 'Right Turn Right'. Station 13 is a yellow sign with a red dot and arrows pointing left and right, labeled 'Right Turn Right'. Station 14 is a yellow sign with a red dot and arrows pointing left and right, labeled 'Weave With Distractions'. Station 15 is a yellow sign with a red dot and arrows pointing left and right, labeled 'Right Turn Right'. Station 16 is a yellow sign with a red dot and arrows pointing left and right, labeled 'Right Turn Right'. Station 17 is a yellow sign with a red dot and arrows pointing left and right, labeled 'Right Turn Right'. Station 18 is a yellow sign with a red dot and arrows pointing left and right, labeled 'Left Turn Left'. There are also yellow boxes labeled 'Lead' and 'Wait'. A green square is located between stations 5 and 6. A yellow box labeled 'Wait' is located between stations 11 and 12. A yellow box labeled 'Right Turn Right' is located between stations 10 and 11. A yellow box labeled 'Right Turn Right' is located between stations 13 and 14. A yellow box labeled 'Right Turn Right' is located between stations 14 and 15. A yellow box labeled 'Right Turn Right' is located between stations 15 and 16. A yellow box labeled 'Right Turn Right' is located between stations 16 and 17. A yellow box labeled 'Right Turn Right' is located between stations 17 and 18. A yellow box labeled 'Right Turn Right' is located between stations 18 and 1.

1	148	X
2	256	A
3	261	N
4	10	A
5	29	n
6	33	X
7	248	N
8	5	n
9	12	n
10	149	n
11	7	x
12	18	A
13	19	n
14	9	x
15	259	n
16	151	A
17	20	A
18	10	

Rally-O Excellent A & B



1	148	X
2	256	A
3	261	N
4	10	A
5	134	n
6	29	X
7	33	N
8	248	n
9	135	n
10	12	n
11	149	X
12	7	A
13	18	n
14	19	X
15	9	n
16	259	A
17	133	A
18	20	

Rally-O Advanced A & B

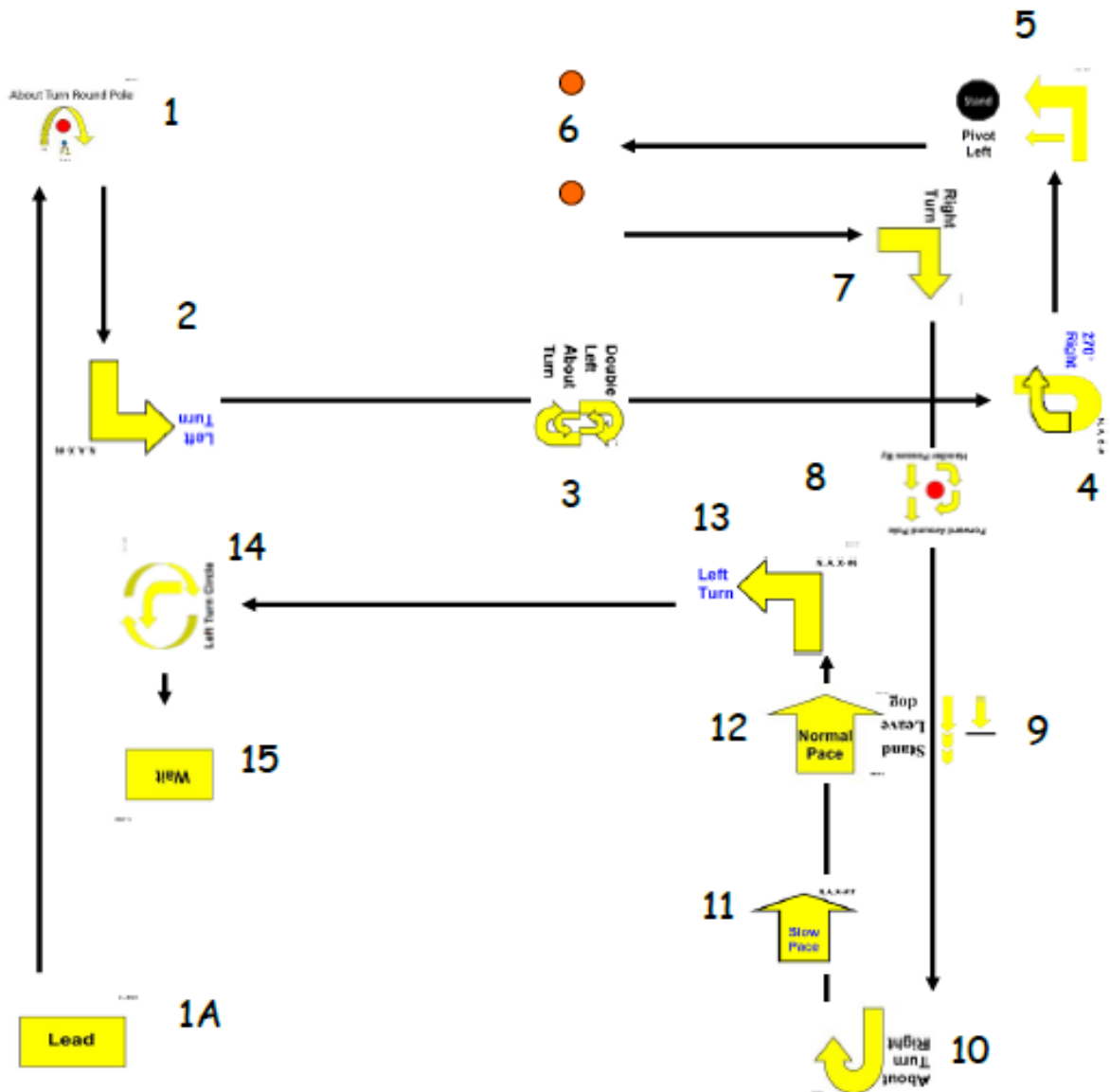
The diagram illustrates a Rally-O course with 17 numbered stations. Each station is connected to the next by a black arrow indicating the direction of travel. The stations include various driving maneuvers such as turns, circles, and weaving patterns. A yellow 'Start' sign is at the beginning, and a yellow star 'Finish' sign is at the end. A table on the right side of the diagram provides the results for each station, including a score and a letter grade.

1	148	X
2	139	A
3	23	N
4	10	A
5	134	n
6	35	X
7	33	N
8	135	n
9	12	n
10	149	n
11	7	X
12	18	A
13	19	n
14	9	X
15	24	n
16	133	A
17	20	A

Rally-O Novice A & B

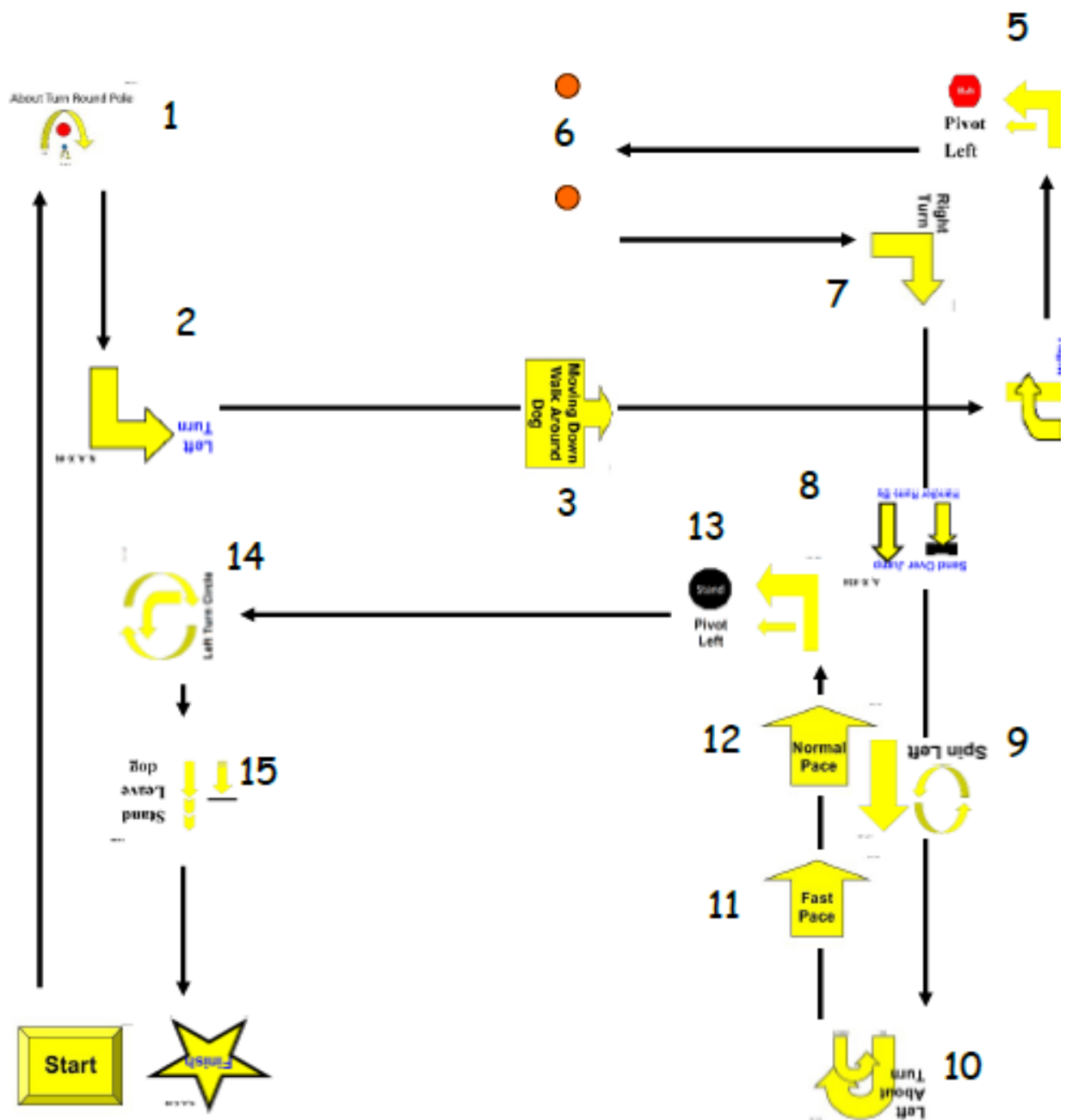
1	3	X
2	24	A
3	10	N
4	35	A
5	33	n
6	5	X
7	5	N
8	7	n
9	9	n
10	29	n
11	28	X
		A
		n
		x
		n
		A
		A

Encore



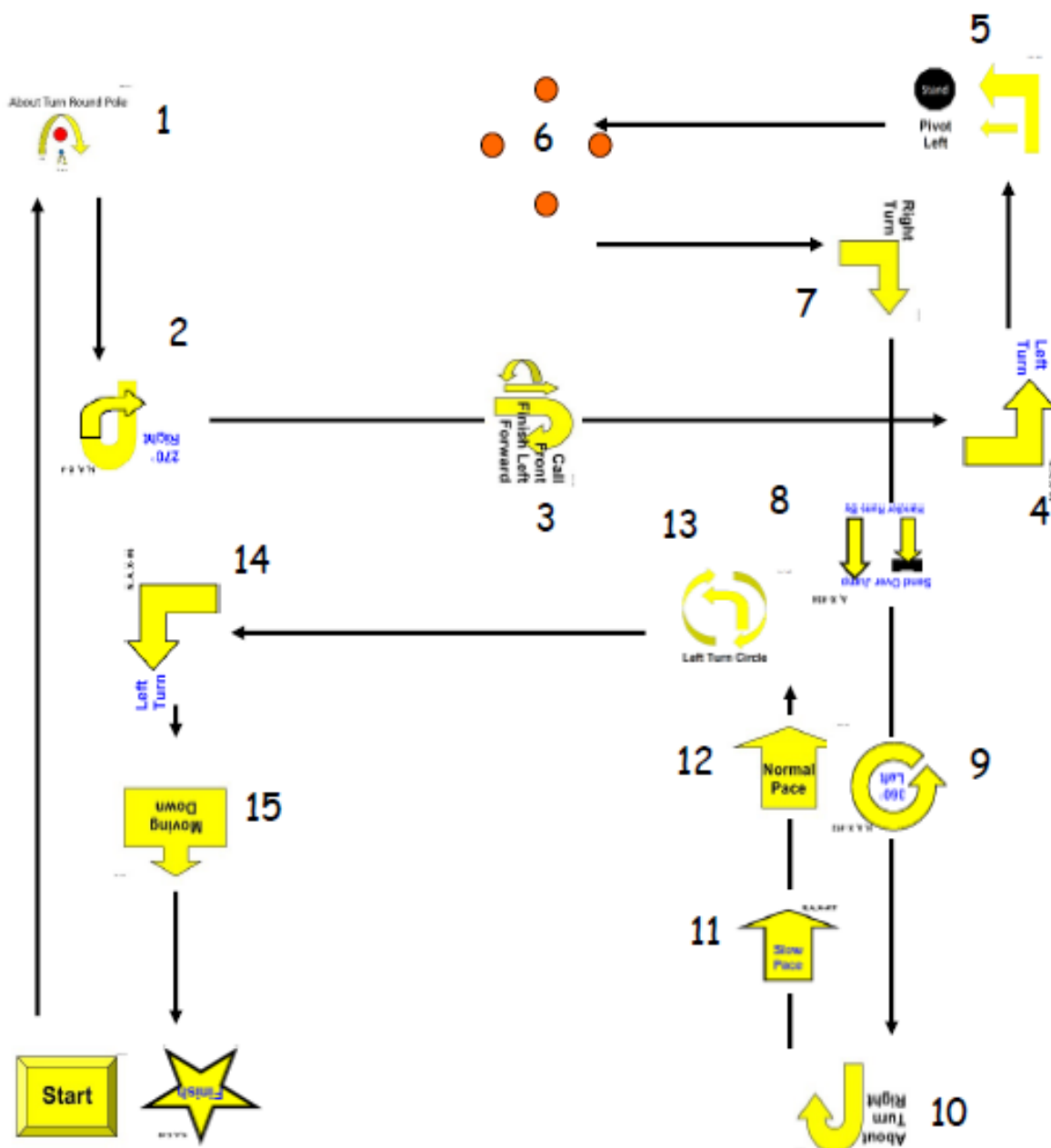
1A	Lead	8.	148
1.	151	9.	260
2.	6	10.	7
3.	256	11.	17
4.	9	12.	19
5.	156	13.	6
6.	8	14.	155
7.	5	15.	Wait

Excellent A/B



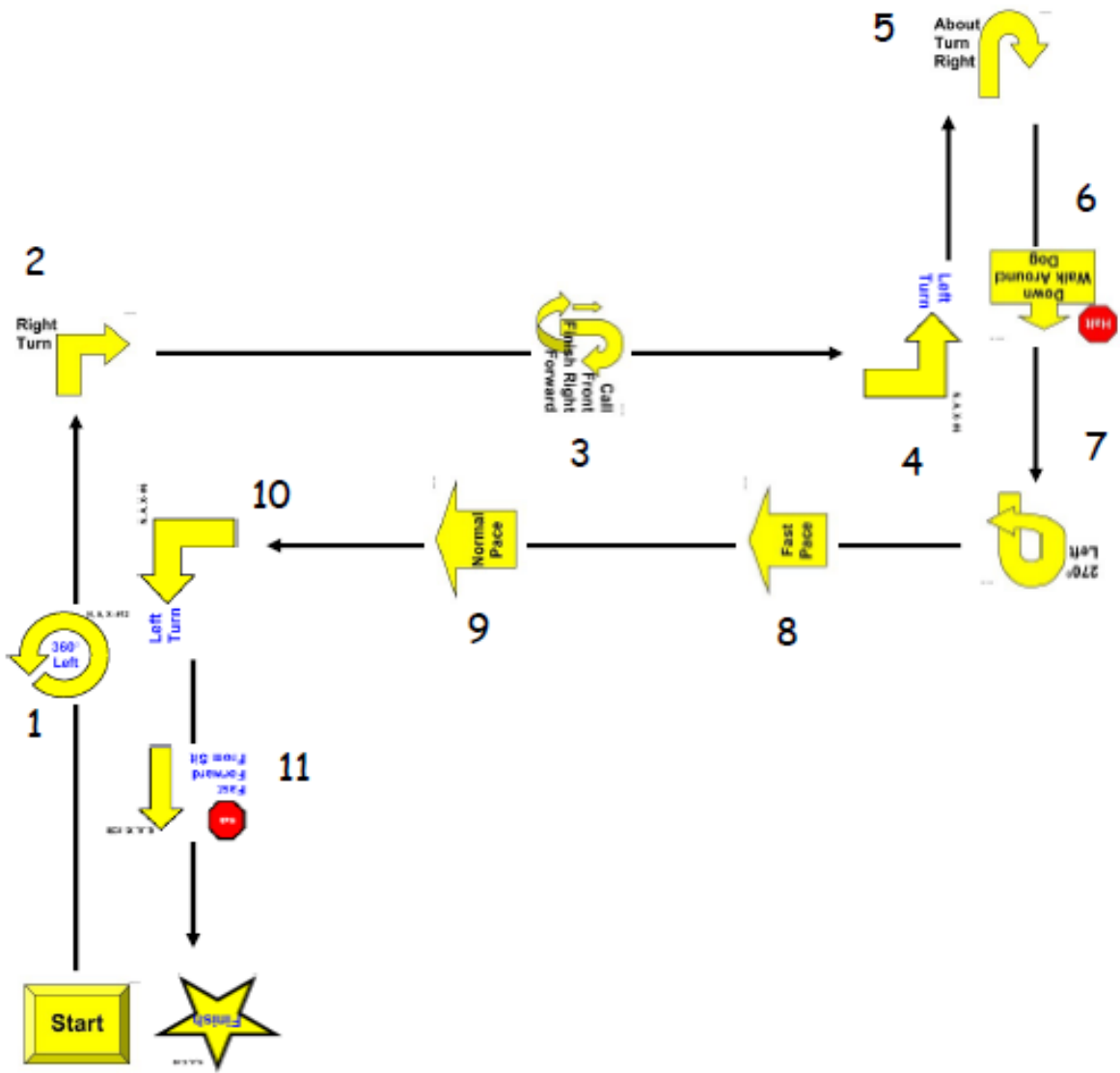
Start	8.	134	Finish
1. 151	9.	152	
2. 6	10.	29	
3. 251s	11.	18	
4. 9	12.	19	
5. 258s	13.	156s	
6. 32	14.	155	
7. 5	15.	260s	

Advanced A/B



Start	8.	134	Finish
1.	151	9.	12
2.	9	10.	7
3.	14s	11.	17
4.	6	12.	19
5.	156s	13.	155
6.	139	14.	6
7.	5	15.	131s

Novice A/B



Start	8.	18	
1.	12	9.	19
2.	5	10.	6
3.	13s	11.	28s
4.	6	Finish	
5.	7		
6.	31s		
7.	10		

SETTING UP THE RING

Space Requirement

Ring size for Rally-O must be at least 18 m x 18 m.

Level of Rally-O

Choices of what exercises will be included in any course must be governed by the level of Rally-O being conducted and the authorised exercises for such a level.

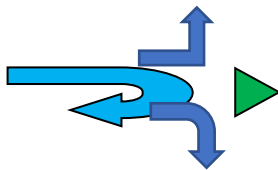
A judge may choose to display the course outside the ring prior to walking the course.

Signs and their Placement

- A4 sized signs (210 mm x 297 mm) with the official designated wording and symbol, must be used for all qualifying trials.
- Sign colours are optional but should be legible for all participants.
- The host Club must provide sufficient signs for the Rally-O level being conducted, in addition to a Start and Finish sign. Rally-O sign numbers 5; 6; 7; 8; 9; 10; 17; 18; 19 and 134, are permitted to be used twice (only) in any one course. All other signs are permitted to be used once only in any particular Rally-O course. These duplicate signs are used primarily to allow the course designer to make change of directions required to fit a course into the imposed space limitations of a ring. Encore can use some signs up to four times in each course.
- As most trials are likely to be conducted outdoors, weather conditions and arrangements to secure signs, should also be considered.
- In general, signs are placed to the right of the team.



- When an exercise requires the team to change direction either immediately, or at the completion of an exercise from the “halt”, the exercise sign is to be placed directly in the pathway of the approaching team.



- One exception to the general placement of signs being either to the right or directly in front of the team is exercises 21; 22; 23, 24 and 139, which may require the signs to be placed directly in front of the first cone or to the teams left.
- Whilst general rules should be followed, the exact placement of signs is ultimately made by the judge whilst initially walking the course along the path that will be taken by the handlers.

Distance Between Exercises

While there are no specified distances required between exercise locations (with the exception of Encore), judges should consider how handlers will navigate the course. If the handler begins from a halt position at one station, prior to moving on to the next, they have a brief advantage of checking and mentally preparing for the next exercise before even starting to move towards it. If, however, the exercise just completed did not require a "halt" (such as a turn or change of pace), then the handler does not have the same opportunity.

Care should be taken to ensure that there is sufficient space from all angles in which to execute an exercise's requirements safely, and to prepare for the next exercise location. As a general rule of thumb, allow 4 to 5 metres after a non-stationary exercise and a minimum of 3 metres after a stationary exercise. In Advanced and Excellent, for safety allow at least 3.5 metres before the jump and 4.5 metres after.

EXAMPLES OF JUDGE'S PERSONAL SCORE SHEETS

RALLY-O CLASS: Novice A B	Date:
Handler No:	Judge:

		Total
1 Point	Tight Leash Dog interfering with handler Poor Sit Slow, delay or resistance to response Out of position Inconsistent pace Touching a cone, or person Handler feet movement Physical positioning of the dog	
3 Points	Repeat of Station Cone /post knocked over Lack of control Loud or intimidating command or signal Excessive barking	
1 – 10 Points	Handler error Touching Dog	
10 Points	IPS	
Non Qualifying	Leash jerk Minimum requirements not met Dog unmanageable Or uncontrolled barking Fouling in the ring Handler error Station not attempted by handler	

Final Score 100	
Time	
Qualified	Yes / No

RALLY-O CLASS: Advanced A B	Date:
Handler No:	Judge:

		Total
1 Point	Dog interfering with handler Poor Sit Slow, delay or resistance to response Out of position Inconsistent pace Touching a cone, bollard, jump post or person Handler feet movement Physical positioning of the dog	
3 Points	Repeat of Station Cone, bollard or post knocked over Lack of control Loud or intimidating command or signal Excessive barking Dislodging jump bar Handler passing closer than 1m to the jump/bollard	
1 – 10 Points	Handler error Touching Dog	
10 Points	IPS	
Non Qualifying	Minimum requirements not met Dog unmanageable Or uncontrolled barking Fouling in the ring Handler error Station not attempted by handler Dog going over jump in the wrong direction	

Final Score 100	
Time	
Qualified	Yes / No

RALLY-O CLASS: Excellent A B Date:	
Handler No:	Judge:

		Total
1 Point Dog interfering with handler Poor Sit Slow, delay or resistance to response Out of position Inconsistent pace Touching a cone, bollard jump post or person Handler feet movement Physical positioning of the dog		
3 Points Repeat of Station Cone, bollard or post knocked over Lack of control Loud or intimidating command or signal Excessive barking Dislodging jump bar Handler passing closer than 1m to the jump/bollard		
1 – 10 Points Handler error Touching Dog		
10 Points	IPS	
Non Qualifying Minimum requirements not met Dog unmanageable Or uncontrolled barking Fouling in the ring Handler error Station not attempted by handler Dog going over jump in the wrong direction		

Qualifying points 100

Final Score 100	
Time	
Qualified	Yes / No

RALLY-O CLASS: Encore		Date:	
Handler No:		Judge:	
1 Point	Dog interfering with handler Slow, delay or resistance to response Out of position Inconsistent pace Touching a cone, or person Handler feet movement Physical positioning of the dog Tight lead		Total
2 Points	Moved from position while lead was attached or detached from the collar		
3 Points	Repeat of Station Cone /post knocked over Lack of control Loud or intimidating command or signal Excessive barking Closer than 1 metre from pole		
1 – 10 Points	Handler error Touching Dog		
5 Points	Multiple steps forward when left in a stand position at the “Lead” or “Wait” sign		
10 Points	IPS “Wait” exercise - a complete position change		
Non Qualifying	Minimum requirements not met Dog unmanageable Or uncontrolled barking Fouling in the ring Handler error Station not attempted by handler		
Qualifying Points 95 points or greater in Encore Bronze and Silver 98 points or greater in Encore Gold and Platinum	Final Score 100		
	Qualified	Yes / No	

Judge: Jo Miller / /

CLASS: N A E En

DOG#: NAME:

1 POINT Tight Leash Dog Interference Poor Sits Slow Response Touching Equipment Out Of Position Inconsistent Pace Handler—feet	<input type="radio"/>
2 POINTS Encore—move (lead re/attached)	<input type="radio"/>
3 POINTS Repeat Of Station Cone/Post/Pole/Rail Knocked Lack Of Control/1 Metre Mark Loud Command Excessive Barking	<input type="radio"/>
5 POINTS Encore—steps at Lead or Wait	<input type="radio"/>
1—10 POINTS Handler Error Physical Positioning	<input type="radio"/>
10 POINTS IPS Wait position change	<input type="radio"/>
NON-QUALIFYING Leash Jerk/TL Whole Round Dog Unmanageable Fouling Station Not Attempted Jump Wrong Way	<input type="radio"/>

NQ

TIME:

TOTAL: /100

Show			Team #		
Class					
Date					
1	2	3	4		
5	6	7	8		
9	10	11	12		
13	14	15	16		
17	18	19	20		
Comments			TIME	SCORE	
NQ - Non Qualifying Score			QUALIFIED		
Leash Jerk		constant tight lead	YES	NO	
minimum not met		fouling in the ring			
dog unmanageable		station not tried			
uncontrolled bark		taking wrong way			
O N E	TL	tight lead	T H R E E	RS	repeat station
	DIH	Interference		CK	cone knocked
	PS	poor sit		LoC	lack of control
	RR	resistant / Slow		Signal	intimidating signal
P O I	OOP	out of position	E	Bark	excessive barking
	Pace	inconsistent pace		Rail	hitting jump
N T	TS or TJ	touch sign/etc			
	HM	moved Feet	HE	1 to 10	Handler error
	TD	touching dog	IP	10	I. P. S.

Knowledge of Rally-O Regulations

Rally-O is a sport in which the dog and handler complete a course that has been designed by the Rally-O judge. The judge tells the handler to begin and the dog and handler proceed at their own pace through a course of designated stations (10–20, depending on the level). Each of these stations has a sign providing instructions regarding the skill that is to be performed. Scoring is not as rigorous as in competitive obedience.

The dog and handler team moves continuously at a brisk but normal pace with the dog under control at the handler's left side. There should be a sense of teamwork between the dog and handler both during the numbered exercises and between the exercise signs. Perfect heel position is not required.

Unlimited communication from the handler to the dog is to be encouraged and not penalised. Unless otherwise specified in these Guidelines, handlers are permitted to talk, praise, encourage, clap their hands, pat their legs, or use any verbal means of encouragement. Exceptions being in Excellent and Encore where handlers are not permitted to clap their hands or pat their legs. Multiple commands and/or signals using one or both arms and hands are allowed. The handler's arms need not be maintained in any particular position at any time. The handler will not touch the dog except to assist a stand in Advanced only. The handler will not make physical corrections. At any time during the performance, loud or harsh commands or intimidating signals will be penalised.

Accepting Assignments

The judge requires that all host clubs follow up verbal invitations to judge with a contract. The judge must then sign and return this contract to the host club in a timely manner.

If for any reason a judge cannot fulfill an assignment because of illness or other serious occurrence, the judge must immediately notify the club secretary.

If a judge is delayed en route to a trial, every effort to contact the trial secretary should be made. Make sure you have mobile phone contact details written on your contract (yours and theirs).

Practical Rally-O Judging

Competitor Course Familiarization

Prior to judging commencing for the day, entrants shall be allocated into groups of no larger than twenty, for each of the levels being judged that day. Up to an additional five dogs may be added to the group if the judge believes that it will reduce the number of walk throughs required that day **and** that it will not cause overcrowding or disadvantage to other competitors.

Groups shall be allocated by catalogue order and posted at the ring prior to competition starting.

Whenever an entrant has more than one dog in the same level of Rally-O, they may be allocated to more than one group for judging but be allowed to walk through the course **only** with the earliest group in which they are likely to be competing.

If for some reason, a particular group allocation is impracticable for a handler, they may request of the ring steward, a change of group allocation. This will only be granted however, after consultation with the judge, and that it is deemed that the allowable walk-through number has not been exceeded, and that it will not disadvantage other competitors.

Extra competitors will be judged in the same group as they walked the course with, and if such a change is made, affected competitors must be advised as soon as possible.

The first group shall then be given ten minutes to walk through the course, without their dog, prior to being judged. Following the walkthrough, this group will be judged.

After a group has been judged, the next allocated group will be given ten minutes to walk the course before being judged, and so on until each Rally-O level finished. Be aware when judging at combined shows there are sometimes handlers needing to change the order in which they run their dogs. This can also affect the walk throughs. Patience and diplomacy are both required, to ensure competitors are moved through the show in a timely manner. Obedience does **NOT** take precedent over Rally-O they are equal codes and need to work together.

Throughout each course walkthrough, the judge must be available in the ring to answer any questions the handlers might have. The judge may also take this opportunity to brief the handlers on what they expect handlers to do whilst completing the course.

Judging Orders

The only official judge's orders will be: "Are you ready?" followed by "Forward."

Scoring and Recording

- Scoring for all levels is based on a maximum score of 100 points.
- To qualify, dog and handler must receive a minimum score of 90 points at the Novice level.
- The maximum number of points that can be deducted for any station is 10, with the exception of a non-qualifying performance.
- Times must also be recorded but be used only to break ties for placements.
- A judge's assistant must be available to total deductions on the judge's worksheet and transfer them to the tally sheet, which must be immediately handed to the hosting club's Rally-O manager upon the completion of judging any Rally-O class.

- The judge must verify the scores before signing qualifying certificates and awarding ribbons. Any alterations made by the judge must be initialled by the judge, in ink, along with an indication of the time the alteration was made.

Knowledge of Penalties

Penalties	Novice A & B	Advanced A & B	Excellent A & B	Encore
1 point deductions – 27.2.3.1				
Tight Lead	1			
Dog Interfering with Handler	1	1	1	1
Poor Sits	1	1	1	1
Slow, delay, or resistance to respond	1	1	1	1
Touching any equipment excepting items used as measurement markers or tails touching equipment	1	1	1	1
Out of position	1	1	1	1
Inconsistent pace	1	1	1	1
<p>Tight Lead – Dog is held in heel position by the tightness of the lead. Clip can be seen to be facing up rather than hanging down</p> <p>Dog interfering with handler – Dog jumps up at handler with at least two front feet off the ground Dog jumps up and puts feet on handler Dog ends up in front of the handler for any left turn Dog gets in front of the handler when heeling</p> <p>Poor sits – Dog does not sit on first command Dog is very crooked, i.e. more than 45 degrees Dog does a double sit</p> <p>Slow, delay, or resistance to respond – Any response to a cue which is deemed slower than expected and/or where the handler has to give two cues</p>				

The dog deviates in a recall

Thy dog must be on the way down when a handler stops moving, when completing a moving down, but does not have to be completely down

Touching any equipment excepting items used as measurement markers or tails touching equipment

Dog touches signs with feet

Dog goes to a distraction

Handler knocks equipment

Dog knocks rail on a jump but if rail is on the ground for one dog, no penalty for any dog that does knock the rail

Out of position –

Dog is more than 30-50 cm from the left leg

Dog is more than an arm's length away

Dog is lagging by half a body length

Dog is in front by half body length

Dog goes from a down to a sit during a stationary exercise

Dog takes more than 1 step forward in a stationary exercise (i.e. like an anticipation) unless in Encore

Inconsistent pace –



Handler slows to wait for dog or almost breaks into a jog to get dog to catch up



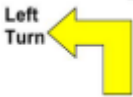

2 point deductions – 27.2.3.2				
Dog moves from its position while lead is being attached or detached from the collar				2








3 point deductions – 27.2.3.3	Novice A & B	Advanced A & B	Excellent A & B	Encore
Repeat of a station (only 1 retry of each station will be allowed for all class levels)	3	3	3	3
Cone knocked over on Figure Eight, Spiral and Serpentine	3	3	3	3
Lack of control - Dog leaving handler and exiting the ring, I would take 3 points off if the dog went just outside the ring and then immediately came back. A longer departure means a DQ. Dog running off with a distraction.	3	3	3	3
Loud command or intimidating signal Yelling, harsh growling a command.	3	3	3	3
Excessive barking If the dog barks consistently for half the course or more.	3	3	3	3
Dislodging the jump bar		3	3	3
Handler passing closer than 1 metre markers parallel to the jump		3	3	3
Handler passing closer than 1 metre markers to the pole		3	3	3
Pole knocked over on any pole stations		3	3	3
5 point deductions – 27.2.3.4				
Dog takes multiple steps forward when left in a stand position at the “Lead” or “Wait” sign.				5
10 point deductions – 27.2.3.5				
Dog attempts a station but fails to perform the principle parts of the station on the first attempt. One retry for a 3-point deduction	10	10	10	10
Dog during “Wait” exercise makes a complete position change				10
2 point deductions – 27.2.3.2				
Dog moves from its position while lead is being attached or detached from the collar				2

1-10 point deductions – 27.2.3.6	Novice A & B	Advanced A & B	Excellent A & B	Encore
Handler error can be assessed from 1 to 10 points up to non-qualifying at any station or during movement between stations on a course, e.g. handler moving feet on any halt exercise to assist a dog.	1-10	1-10	1-10	1-10
Physical positioning of dog (unless permitted) The handler should not physically position or restrain the dog. Points will be deducted reflecting the effect on performance of the team, i.e. if the touching or positioning of the dog is deliberate or accidental but has apposite effect on the team's performance, more points would be deducted than for the same action that had no effect on the performance	1-10	1-10	1-10	1-10
Deduction of All Points – 27.2.2 – NQ				
Leash jerk or rough handling	NQ	NQ	NQ	NQ
Touchirements not met	NQ	NQ	NQ	NQ
Dog unmanageable, or uncontrolled barking	NQ	NQ	NQ	NQ
Consistently tight lead	NQ	NQ	NQ	NQ
A dog that eliminates while in the ring for judging	NQ	NQ	NQ	NQ
Station not attempted by the handler	NQ	NQ	NQ	NQ
Dog going over the jump in the wrong direction		NQ	NQ	NQ






Novice Signs and Penalties

<p>Normal Pace 1 point</p> <p>3 points</p>	<p>Tight Lead – Dog is held in heel position by the tightness of the lead. Clip can be seen to be facing up rather than hanging down</p> <p>Dog Interfering with Handler – Dog jumps up at handler with at least two front feet off the ground Dog jumps up and puts feet on handler Dog gets in front of the handler when heeling</p> <p>Inconsistent Pace Handler slows to wait for dog or almost breaks into a jog to get dog to catch up</p> <hr/> <p>Excessive Barking More than 3 barks per station More than half the course</p> <p>Lack of Control Dog ignores handler, may be leaping around</p>	
<p>Slow Pace 1 point</p> <p>3 points</p>	<p>Tight Lead – Dog is held in heel position by the tightness of the lead. Clip can be seen to be facing up rather than hanging down</p> <p>Dog Interfering with Handler – Dog jumps up at handler with at least two front feet off the ground Dog jumps up and puts feet on handler Dog gets in front of the handler when heeling</p> <p>Out of Position Dog is more than 30-50 cm from the left leg Dog is more than an arm's length away Dog is in front by half a body length Dog is lagging by half a body length</p> <p>Inconsistent Pace Handler slows to wait for dog or almost breaks into a jog to get dog to catch up Handler must have a pace that is slower than their normal pace</p> <hr/> <p>Excessive Barking More than 3 barks per station More than half the course</p>	





	<p>Lack of Control Dog ignores handler, may be leaping around</p>	
<p>Fast Pace 1 point</p>	<p>Tight Lead – Dog is held in heel position by the tightness of the lead. Clip can be seen to be facing up rather than hanging down</p> <p>Dog Interfering with Handler – Dog jumps up at handler with at least two front feet off the ground Dog jumps up and puts feet on handler Dog gets in front of the handler when heeling</p> <p>Inconsistent Pace Handler slows to wait for dog Handler must have a pace that is faster than their normal pace. This should be at a trot or slow run</p>	
<p>3 points</p>	<p>Excessive Barking More than 3 barks More than half the course</p> <p>Lack of Control Dog ignores handler, may be leaping around</p>	
<p>Right Turn 1 point</p>	<p>Inconsistent Pace Handler slows to wait for dog</p>	
<p>3 points</p>	<p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Left Turn 1 point</p>	<p>Dog Interfering with Handler Dog ends up in front of the handler</p>	
<p>3 points</p>	<p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>About Turn Right 1 point</p>	<p>Inconsistent Pace Handler slows to wait for dog</p>	
<p>3 points</p>	<p>Repeat of Station Handler signals a repeat and starts station again</p>	





<p>About "U" Turn 1 point</p> <p>3 points</p>	<p>Dog Interfering with Handler Dog ends up in front of the handler</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	<p>About U Turn </p>
<p>270° Right Turn 1 point</p> <p>3 points</p>	<p>Inconsistent Pace Handler slows to wait for dog</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	<p>270° Right </p>
<p>270° Left Turn 1 point</p> <p>3 points</p>	<p>Dog Interfering with Handler Dog ends up in front of the handler</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	<p>270° Left </p>
<p>360° Right Turn 1 point</p> <p>3 points</p>	<p>Inconsistent Pace Handler slows to wait for dog</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	<p>360° Right </p>
<p>360° Left Turn 1 point</p> <p>3 points</p>	<p>Dog Interfering with Handler Dog ends up in front of the handler</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	<p>360° Left </p>
<p>Moving Side Step Right</p>	<p>Out of Position Dog is more than 30-50 cm from the left leg Dog is more than an arm's length away</p>	<p>Moving Side Step Right </p>
<p>Spiral Right (Dog Outside) 1 point</p>	<p>Out of Position Dog is more than 30-50 cm from the left leg Dog is more than an arm's length away</p>	<p>Spiral Right Dog Outside </p>

3 points	<p>Touching any equipment excepting items used as measurement markers Handler knocks equipment Dog touches equipment</p>	
	<p>Repeat of Station Handler signals a repeat and starts station again Cone Knocked over Handler or dog knocks over a cone</p>	
Spiral Left (Dog Inside) 1 point	<p>Dog Interfering with Handler Dog ends up in front of the handler Touching any equipment excepting items used as measurement markers Handler knocks equipment Dog knocks equipment with feet</p>	
3 points	<p>Repeat of Station Handler signals a repeat and starts station again Cone Knocked over Handler or dog knocks over a cone</p>	
Weave Twice 1 point	<p>Touching any equipment excepting items used as measurement markers Handler knocks equipment Dog knocks equipment with feet</p>	
3 points	<p>Repeat of Station Handler signals a repeat and starts station again Cone Knocked over Handler or dog knocks over a cone</p>	
Weave Once 1 point	<p>Touching any equipment excepting items used as measurement markers Handler knocks equipment Dog knocks equipment with feet</p>	
3 points	<p>Repeat of Station Handler signals a repeat and starts station again</p>	

	<p>Cone Knocked over Handler or dog knocks over a cone</p>	
<p>Left About Turn 1 point</p>	<p>Dog Interfering with Handler Dog ends up in front of the handler</p>	
<p>3 points</p>	<p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Halt – Sit 1 point</p>	<p>Poor Sits Dog is very crooked, i.e. more than 45 degrees Dog does a double sit Slow, delay, or resistance to respond Dog does not sit on first command</p>	
<p>Halt – Down Dog 1 point</p>	<p>Slow, delay, or resistance to respond Any response to a cue which is deemed slower than expected and/or where the handler has to give two cues.</p>	
<p>3 points</p>	<p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Call Front – Finish Right – Forward 1 point</p>	<p>Dog Interfering with Handler – Dog jumps up at handler with at least two front feet off the ground Dog jumps up and puts feet on handler Dog does not sit on first command Dog is very crooked, i.e. more than 45 degrees</p>	
<p>3 points</p>	<p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Call Front – Finish Left – Forward 1 point</p>	<p>Dog Interfering with Handler – Dog jumps up at handler with at least two front feet off the ground Dog jumps up and puts feet on handler Poor Sits Dog is very crooked, i.e. more than 45 degrees</p>	

3 points	<p>Slow, delay, or resistance to respond Dog does not sit on first command</p>	
	<p>Repeat of Station Handler signals a repeat and starts station again</p>	
Call Front – Finish Right – Halt 1 point	<p>Dog Interfering with Handler – Dog jumps up at handler with at least two front feet off the ground Dog jumps up and puts feet on handler Poor Sits Dog is very crooked, i.e. more than 45 degrees Slow, delay, or resistance to respond Dog does not sit on first command</p>	
3 points	<p>Repeat of Station Handler signals a repeat and starts station again</p>	
Call Front – Finish Left – Halt 1 point	<p>Dog Interfering with Handler – Dog jumps up at handler with at least two front feet off the ground Dog jumps up and puts feet on handler Poor Sits Dog is very crooked, i.e. more than 45 degrees Slow, delay, or resistance to respond Dog does not sit on first command</p>	
3 points	<p>Repeat of Station Handler signals a repeat and starts station again</p>	
Halt – 1.2.3. Steps Forward 1 point	<p>Poor Sits Dog is very crooked, i.e. more than 45 degrees Dog does a double sit Slow, delay, or resistance to respond Dog does not sit on first command</p>	
3 points	<p>Repeat of Station Handler signals a repeat and starts station again</p>	

<p>Call Front – 1.2.3. Steps Backwards</p>	<p>Poor Sits Dog is very crooked, i.e. more than 45 degrees Dog does a double sit Slow, delay, or resistance to respond Dog does not sit on first command</p>	
<p>3 points</p>	<p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Halt – Fast Forward From Sit 1 point</p>	<p>Poor Sits Dog is very crooked, i.e. more than 45 degrees Dog does a double sit Slow, delay, or resistance to respond Dog does not sit on first command</p> <p>Out of Position Dog lags badly</p>	
<p>3 points</p>	<p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Halt – Walk Around Dog 1 point</p>	<p>Out of position Dog moves as handler walks around</p>	
<p>3 points</p>	<p>Repeat of Station Dog does not assume or maintain a sit and/or follows the handler – then repeats correctly</p>	
<p>Halt – Down – Walk Around Dog 1 point</p>	<p>Out of position Dog goes from a down to a sit</p>	
<p>3 points</p>	<p>Repeat of Station Dog does not assume or maintain a down and/or follows the handler – then repeats correctly</p>	

<p>Offset Figure 8 – No distractions 1 point</p> <p>3 points</p>	<p>Touching any equipment excepting items used as measurement markers Handler knocks equipment Dog touches equipment</p> <hr/> <p>Repeat of Station The handler does not enter the sequence with the cones either on the left or the right as advised by the Judge. Station is then repeated correctly. Handler crosses the centre more or less than three times then repeats correctly</p> <p>Cone Knocked over Handler or dog knocks over cone</p>	
<p>Circle Right 1 point</p> <p>3 points</p>	<p>Touching any equipment Touching cones</p> <hr/> <p>Repeat of Station The handler circles the incorrect way then repeats correctly</p>	
<p>Circle Left 1 point</p> <p>3 points</p>	<p>Touching any equipment Touching cones</p> <hr/> <p>Repeat of Station The handler circles the incorrect way then repeats correctly</p>	
<p>Call Front – Return to Heel 1 point</p> <p>3 points</p>	<p>Dog Interfering with Handler Jumping up Poor Sits Crooked sit Out of Position Dog anticipates move to heel</p> <hr/> <p>Repeat of Station The dog is sent to heel the incorrect way then repeats correctly The handler halts before call to front then repeats correctly</p>	

10 point deduction

In all stations Rule 27.2.3.5 applies. Dog attempts a station but fails to perform the principal parts of the station on the first attempt. One re-try for a 3 point deduction.

NOVICE WORKSHEET



The dog is heeling at normal pace. Is there any fault? If so, what is the fault?

What would be the penalty for this fault?



This is the normal heeling position for this dog. Is there any fault? If so, what is the fault?

What would be the penalty for this fault?



The dog has entered the ring and begins its test. Can you notice any faults? If so, what is the fault?

What would be the penalty for this fault?



The handler and dog have come to a station with a halt. Is there a fault and if so, what is it?

What would be the penalty for this fault?



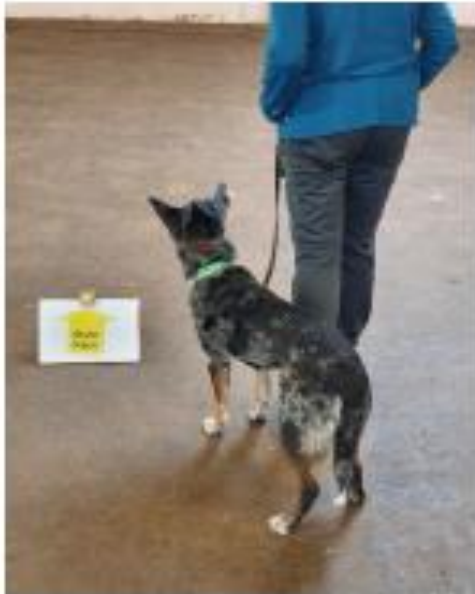
The handler and her very keen dog is completing normal pace heeling? Is there a fault and if so what is it?

What would be the penalty for this fault?



The handler and dog are heeling in normal pace. Is there a fault and if so, what is it?

What would be the penalty for this fault?



The handler is walking in slow pace. Are you able to spot any faults? Is the dog's position too wide?

Would there be any penalty? What would the penalty be?



The dog and handler are walking in normal pace. Are you able to spot any faults? If so, what is the fault?

What would the penalty be?



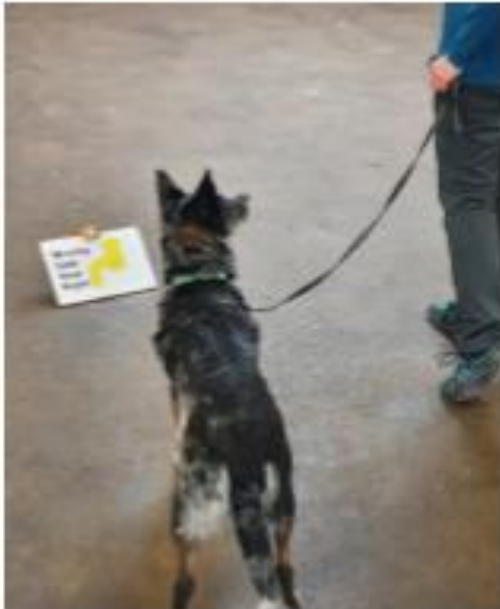
The handler and dog are at a station with a left turn. Are there any faults. If so, what is the fault?

What would the penalty be?



The handler and dog are completing a moving side step right. Are you able to see any faults? If so, what is the fault?

What would the penalty be?



The handler and dog are completing a moving side step right. Are you able to see any faults? If so, what is the fault?

What would the penalty be?



Handler and Dog are at the station requiring the dog to Call Front Return to Heel. Are you able to see any faults? If so, what are the faults?

What would the penalty be?



Call Front Finish Left - Start

Are there any faults?



Call Front Finish Left – Start of finish.

Are there any faults?



Call Front Finish Left – Almost at completion.

Are there any faults?



Call Front Finish Left - Start

Are there any faults?



Call Front Finish Left – Start of finish. Are there any faults?

What remedy could the handler do?

Would there be any penalty?



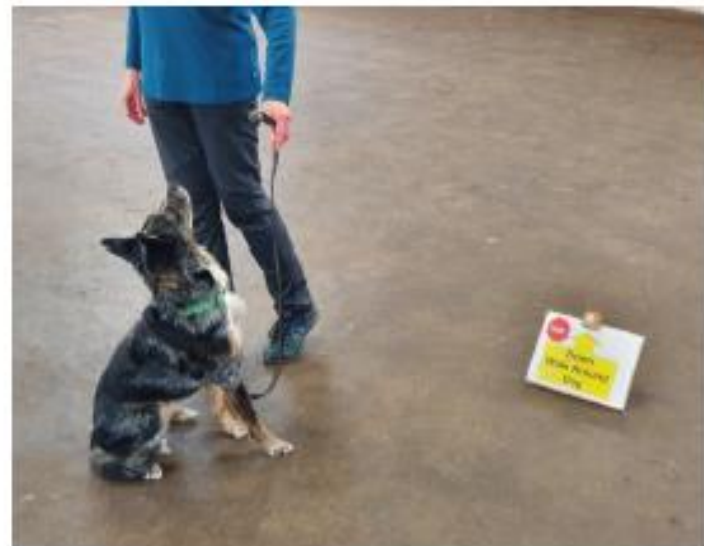
Halt, Down, Walk Around Dog
Dog is in down position as handler walks around. Can you see any faults?

If so, what would the penalty be?



Halt, Down, Walk Around Dog
Handler is at the completion of the station. Can you see any faults?

If so, what would the penalty be?



Halt, Down, Walk Around Dog
Handler is just about to complete the station. Can you see any faults?

If so, what would the penalty be?



This dog is constantly jumping beside the handler while it is heeling. Is this a fault? If so, what is the fault?

What would be the penalty for this fault?



Spiral Right – Dog Outside

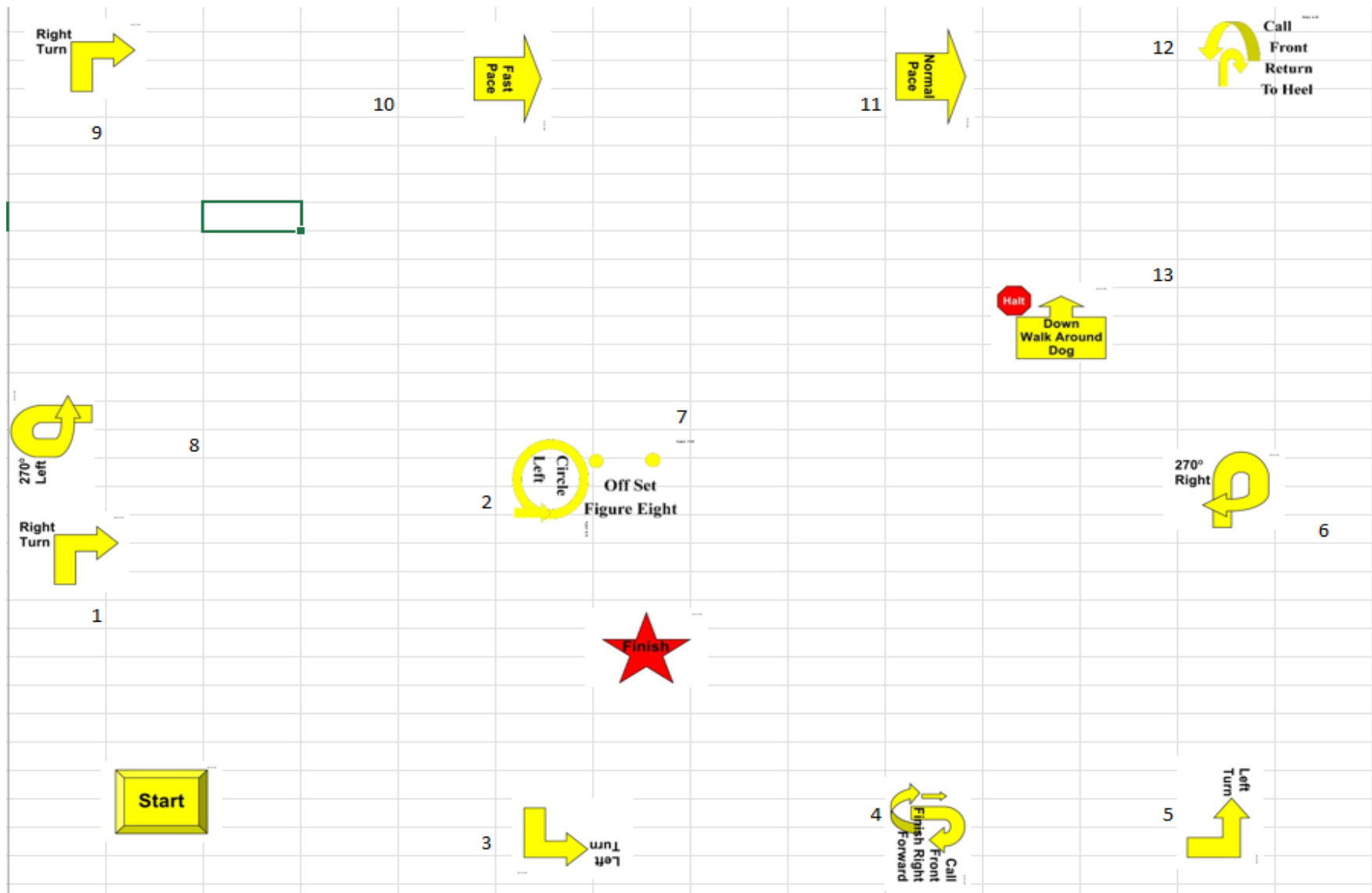
Can you spot any faults that either the dog or handler may have committed? If so, what is the fault?

What would be the penalty for this fault?



In this picture the sign has been placed in a different position. Which position of the sign do you think would be more user friendly to the handler?

Why?










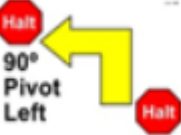

Judges pattern above: Please mark dogs in following video <https://drive.google.com/file/d/1K-0EUaQcticbWKqyXuuBQXc6Jp7sfA-V/view?usp=sharing>





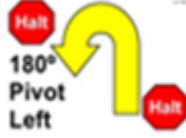
Rally-O Advanced Signs and Penalties



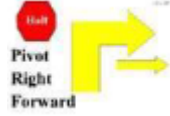

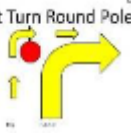
There are 12-17 stations (not including Start and Finish) with a minimum of 3 and a maximum of 7 stationary exercises. Should also contain a minimum of 3 Advanced level stations of which no more than 2 can be pole exercises plus 1 jump. Rally-O Novice exercises are permitted to be used in Rally-O Advanced.





All penalties as listed in Novice apply in Advanced as well.

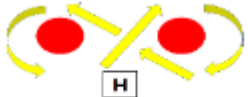



<p>Moving Down 1 point</p> <p>3 points</p> <p>10 points</p>	<p>Slow, delay, or resistance to respond Dog does not down on first command or is slow to respond Handler is not in motion and pauses Dog must be least on the way down by the time the handler comes to a complete stop</p> <hr/> <p>Repeat of Station Handler signals a repeat and starts station again</p> <p>Incorrect Performance Handler comes to a complete stop</p>	
<p>Halt – About Turn Right – Forward - 1 point</p> <p>3 points</p>	<p>Slow, delay, or resistance to respond Dog does not sit on first command or is slow to respond</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Halt – About “U” Turn – Forward – 1 point</p> <p>3 points</p>	<p>Slow, delay, or resistance to respond Dog does not sit on first command or is slow to respond</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Send Over Jump – Handler Passes By 1 point</p> <p>3 points</p>	<p>Slow, delay, or resistance to respond Dog does not jump on first command or is slow to respond</p> <p>Dog dislodges jump bar Handler passes closer than 1 metre markers parallel to the jump</p>	

	<p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Halt – Turn Right One Step – Call to Heel – Halt – 1 point 3 points</p>	<p>Out of Position Dog anticipates call to heel. Out of position.</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Halt – Stand – Walk Around Dog – 1 point 3 points</p>	<p>Out of Position Dog moves while handler walks around dog or does not maintain stand</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Halt – 90° Pivot Right – Halt – 1 point 3 points</p>	<p>Out of Position Dog moves while handler pivots or does not maintain sit</p> <p>Handler Error Handler steps rather than pivots.</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Halt – 90° Pivot Left – Halt – 1 point 3 points</p>	<p>Out of Position Dog moves while handler pivots or does not maintain sit</p> <p>Handler Error Handler steps rather than pivots.</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Offset Figure 8 1 point</p>	<p>Touching any equipment excepting items used as measurement markers Handler knocks equipment Dog touches equipment Dog goes to distraction</p>	

3 points	<p>Repeat of Station The handler does not enter the sequence with the cones either on the left or the right as advised by the Judge. Handler crosses the centre more or less than three times then repeats correctly Handler signals a repeat and starts station again</p> <p>Cone Knocked over Handler or dog knocks over a cone</p>	
Halt – Side Step Right – Halt – 1 point	<p>Out of Position Dog does not move to the right while handler steps to the right</p>	
Halt – Call Dog Front – Finish Right - 1 point 3 points	<p>Slow, delay, or resistance to respond Any response to a cue which is deemed slower than expected and/or where the handler has to give two cues.</p> <p>Repeat of Station Handler signals a repeat and starts station again as wrong finish</p>	
Halt – Call Dog Front – Finish Left – 1 point 3 points	<p>Slow, delay, or resistance to respond Any response to a cue which is deemed slower than expected and/or where the handler has to give two cues.</p> <p>Repeat of Station Handler signals a repeat and starts station again as wrong finish</p>	
Halt – 180° Pivot Right – Halt – 1 point 3 points	<p>Out of Position Dog does not move while the handler pivots</p> <p>Slow, delay, or resistance to respond Any response to a cue which is deemed slower than expected and/or where the handler has to give two cues</p> <p>Handler Error Handler steps rather than pivots.</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	
Halt – 180° Pivot Left – Halt – 1 point	<p>Out of Position Dog does not move while the handler pivots</p> <p>Slow, delay, or resistance to respond Any response to a cue which is deemed slower than expected and/or where the handler has to give two cues</p>	

<p>3 points</p>	<p>Handler Error Handler steps rather than pivots.</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Halt – Down – Sit 1 point</p> <p>3 points</p>	<p>Slow, delay, or resistance to respond Any response to a cue which is deemed slower than expected and/or where the handler has to give two cues.</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Halt – Stand – 1 point</p> <p>3 points</p>	<p>Slow, delay, or resistance to respond Any response to a cue which is deemed slower than expected and/or where the handler has to give two cues.</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Halt – Pivot Right – Forward – 1 point</p>	<p>Slow, delay, or resistance to respond Any response to a cue which is deemed slower than expected and/or where the handler has to give two cues.</p> <p>Handler Error Handler steps rather than pivots.</p>	
<p>Forward Around Pole 1 point</p> <p>3 points</p>	<p>Slow, delay, or resistance to respond Dog does not go around pole on first command or is slow to respond</p> <p>Inconsistent Pace Handler slows to wait for dog Handler speeds up</p> <p>Handler passes closer than 1 metre markers</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Right Turn Around Pole 1 point</p>	<p>Slow, delay, or resistance to respond Dog does not go around pole on first command or is slow to respond</p> <p>Inconsistent Pace Handler slows to wait for dog Handler speeds up</p>	

3 points	<p>Handler passes closer than 1 metre markers</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Left Turn Around Pole</p> <p>1 point</p>	<p>Slow, delay, or resistance to respond Dog does not go around pole on first command or is slow to respond</p> <p>Inconsistent Pace Handler slows to wait for dog Handler speeds up Handler passes closer than 1 metre markers</p>	<p>Left Turn Round Pole</p> 
3 points	<p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>About Turn Around Pole - 1 point</p>	<p>Slow, delay, or resistance to respond Dog does not go around pole on first command or is slow to respond</p>	<p>About Turn Round Pole</p> 
3 points	<p>Handler passes closer than 1 metre markers</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Spin Left</p> <p>1 point</p>	<p>Slow, delay, or resistance to respond Dog does not spin left on first command or is slow to respond</p> <p>Inconsistent Pace Handler slows to wait for dog</p>	 <p>Spin Left</p>
3 points	<p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Dog Right Circle</p> <p>1 point</p>	<p>Slow, delay, or resistance to respond Dog does not spin right on first command or is slow to respond</p>	
3 points	<p>Repeat of Station Handler signals a repeat and starts station again</p>	<p>Dog Right Circle</p>






<p>Figure 8 Poles 1 point</p> <p>3 points</p>	<p>Slow, delay, or resistance to respond Dog does not go around pole on first command or is slow to respond Touching any equipment excepting items used as measurement markers Handler knocks equipment Dog touches equipment</p> <p>Handler passes over judges's mark Repeat of Station Handler signals a repeat and starts station again</p>	 <p>Figure 8 Poles</p>
<p>Left Turn Circle 1 point</p> <p>3 points</p>	<p>Slow, delay, or resistance to respond Dog does not move to the right to go around handler on first command or is slow to respond Inconsistent Pace Handler slows to wait for dog</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	 <p>Left Turn Circle</p>
<p>Stand Pivot Left 1 point</p> <p>3 points</p>	<p>Out of Position Dog does not move while the handler pivots Slow, delay, or resistance to respond Dog does not stop in the stand position so needs another command Handler Error Handler steps rather than pivots.</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	
<p>Stand Pivot Right 1 point</p> <p>3 points</p>	<p>Out of Position Dog does not move while the handler pivots Slow, delay, or resistance to respond Dog does not stop in the stand position so needs another command Handler Error Handler steps rather than pivots.</p> <p>Repeat of Station Handler signals a repeat and starts station again</p>	









Excellent Signs and Penalties



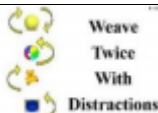
Rally-O Excellent A and B courses must have between fifteen to twenty stations (not including “Start” and “Finish”) with a minimum of three and a maximum of seven stationary exercises. Courses shall also contain a minimum of three Advanced level stations, of which no more than two can be “pole” exercises, a minimum of three Excellent level stations, plus two jumps or one jump and one “pole” exercise.

In addition to Rally-O Excellent exercises, all Rally-O Novice and Advanced exercises are permitted to be used in Rally-O Excellent courses.

All penalties as listed in Novice apply in Excellent as well.

<p>Halt – Stand – Down 1 point</p>	<p>Slow, delay, or resistance to respond Any response to a cue which is deemed slower than expected and/or where the handler has to give two cues. Very crooked stand or down, i.e. more than 45 degrees</p>	
<p>Halt – Stand – Sit 1 point</p>	<p>Slow, delay, or resistance to respond Any response to a cue which is deemed slower than expected and/or where the handler has to give two cues. Very crooked stand or down, i.e. more than 45 degrees</p>	
<p>Moving Stand – Walk Around Dog 1 point 10 points</p>	<p>Slow, delay, or resistance to respond Any response to a cue which is deemed slower than expected and/or where the handler has to give two cues. Out of position Dog moves as handler walks around Incorrect Performance Handler comes to a complete stop</p>	
<p>Back Up 3 Steps – Dog Stays In Position 1 point</p>	<p>Out of position Dog should maintain heel position but penalise if it swings back end out further than 90 degrees as handler backs up</p>	
<p>Moving Down, Walk Around Dog 1 point</p>	<p>Slow, delay, or resistance to respond Any response to a cue which is deemed slower than expected and/or where the handler has to give two cues. Out of position Dog moves as handler walks around Inconsistent pace Handler hesitates or slows</p>	

10 points	Incorrect Performance Handler comes to a complete stop	
Down While Heeling 1 point	Slow, delay, or resistance to respond Any response to a cue which is deemed slower than expected and/or where the handler has to give two cues. Inconsistent Pace Handler hesitates or slows	
Stand While Heeling 1 point	Slow, delay, or resistance to respond Any response to a cue which is deemed slower than expected and/or where the handler has to give two cues. Inconsistent Pace Handler hesitates or slows	
Stand, Leave Dog, Sit Dog, Call Front, Finish 1 point	Slow, delay, or resistance to respond Any response to a cue which is deemed slower than expected and/or where the handler has to give two cues. Poor Sits Dog is very crooked, i.e. more than 45 degrees in front or side	
Stand, Leave Dog, Down Dog, Call Front, Finish 1 point	Slow, delay, or resistance to respond Any response to a cue which is deemed slower than expected and/or where the handler has to give two cues. Poor Sits Dog is very crooked, i.e. more than 45 degrees	
Recall 1 point	Dog Interfering with Handler – Dog jumps up at handler with at least two front feet off the ground Dog jumps up and puts feet on handler Poor Sits Dog is very crooked, i.e. more than 45 degrees	
Double Left About Turn - 1 point	Dog Interfering with Handler Dog ends up in front of the handler	
4 Double Off-Set Figure Eight 1 point	Touching any equipment excepting items used as measurement markers Handler knocks equipment Dog knocks equipment	
Halt - Pivot Left – Forward 1 point	Dog Interfering with Handler Dog ends up in front of the handler	



	<p>Out of position Dog does not pivot with handler</p> <p>Handler Error Handler steps rather than pivots.</p>	
<p>Weaving With Distractions 1 point</p>	<p>Touching any equipment excepting items used as measurement markers Handler knocks equipment Dog knocks equipment</p>	
<p>Stand – Leave dog – call dog 1 point</p>	<p>Out of position Dog does not catch up before next station Dog does not stay in place</p> <p>Slow, delay, or resistance to respond Any response to a cue which is deemed slower than expected and/or where the handler has to give two cues.</p>	
<p>Weave Twice with Distractions 1 point</p>	<p>Touching any equipment excepting items used as measurement markers Handler knocks equipment Dog knocks equipment</p>	

Encore Signs and Penalties

Rally-O Encore courses must have between fifteen to twenty stations, including the “Lead” and “Wait”, there is no “Start” and “Finish”. Courses may contain Novice stations, as well as a minimum of 2 and a maximum of four Advanced, and a minimum of 2 and a maximum of four Excellent stations. There are no jumps or stations requiring the dog to mandatorily sit or lie down.

The Lead receptacle is sign #1A. The team proceed around the course until they come to the final numbered sign which will be a Wait sign. This sign will have the team facing the Lead receptacle. The team must stop before the handler commands the dog to wait in the chosen position - sit, stand or down (handler’s choice). The distance from the final sign to the Lead receptacle will be a minimum of 5 metres and a maximum of 8 metres.

Encore judging starts from the moment the team enters the ring until the judge says "exercise finished".

Other – 1 point	Handlers may not pat their legs or clap their hands.	
Lead 2 points	The dog moves from its position while lead is being attached or detached from the collar.	
5 points	Dog takes multiple steps forward when left in a stand position at the “Lead” or “Wait” sign.	
Wait 2 points	The dog moves from its position while lead is being attached or detached from the collar.	
5 points	Dog takes multiple steps forward when left in a stand position at the “Lead” or “Wait” sign.	
10 points	Dog during “Wait” exercise makes a complete position change.	